randomly select and assign game symbol data from said data structure to [each] the coordinates in a displayed X by Y game matrix and to display said corresponding symbol[;

said processor configured] and to randomly select 0 - N coordinates [for activation] to activate and to maintain any activated coordinate activated through said successive hands until de-activation thereof ;

said processor configured to compare selected game symbol combinations assigned into the game matrix to said data stored in said data structure to determine the presence of any winning [or losing] game symbol combinations[, the activation of any coordinate ignored for the purposes of determining winning or losing game symbol combinations];

said processor configured to issue an award for obtaining a winning combination; and

said processor configured to issue an on-screen a bonus award when a game symbol designated as a bonus triggering symbol is selected and assigned to an activated coordinate, issuance of said on-screen bonus de-activating [any] at least said activated coordinate[s] having said triggering symbol assigned thereto; and

said processor configured to maintain [any] activated coordinates active through said successive hands until [said activated coordinates are triggered] an on-screen bonus is issued.

2. The apparatus of claim 1 further comprising said processor configured to identify any activated coordinate.

3. (Amended) The apparatus of claim 2 further comprising said processor configured to control the display to display an indicator at [apply to] any activated coordinate [in the display an activation indicator].

4. (Amended) The apparatus of claim 3 further comprising said processor configured to control the display to display [for successive hand plays] said activation indicator with any selected game symbol assigned to the activated coordinate.

Please cancel claims 5.and 6 (mis-numbered as original claims 6 and 7) without prejudice.

[8] 7. (Amended) The apparatus of claim 1 further comprising said data structure including data corresponding to a plurality of bonus activators.

[9] 8. (Amended) The apparatus of claim [8] 7 further comprising said data structure storing for each of at least two bonus triggering symbols different bonus award value data, said processor configured to issue the corresponding award value for the bonus triggering symbol when selected and assigned to the activated coordinate.

[10] 9. (Amended) The apparatus of claim [9] 8 further comprising said processor configured to issue an award value according to the following,

Bonus triggering award value/number of active coordinates

[11] 10. (Amended) The apparatus of claim 1 further comprising said data structure including at least one second bonus symbol data, said processor configured to randomly select and assign one of a game symbol or second bonus symbol from said data structure to each coordinate in a displayed X by Y game matrix, to display any assigned game symbol or second bonus symbol and to issue an award for obtaining a

predetermined number and pattern of second bonus symbols.

[12] 11. (Amended) The apparatus of claim [11] 10 comprising said data structure including data corresponding to at least one scatter bonus symbol and said processor configured to issue an award upon obtaining a scatter bonus symbol at a predetermined number of coordinates.

[13] 12. (Amended) The apparatus of claim 1 comprising said processor configured to select at least two coordinates for activation and assign to each a multiplier, said processor further configured to issue said on-screen bonus based upon the multiplier assigned to the coordinate triggered.

Please cancel claim 13 (mis-numbered original claim 14) without prejudice

[15] 14. (Amended) An electronic apparatus for playing a casino game comprising:

a video display;

a data structure storing data corresponding to game symbols, at least one symbol designated as a bonus triggering symbol and data corresponding to winning symbol combinations;

a processor to control the display and an input device to prompt the processor for each play of successive hands, when prompted said processor configured to randomly select and assign one of a game or on-screen bonus triggering symbol data from said data structure to [each] the coordinates in a displayed X by Y game matrix, to display any assigned game symbol and bonus triggering symbol and to randomly activate any coordinate for an on-screen bonus, said processor configured to maintain

any activated coordinate active through the play of one or successive hands of play until an on-screen bonus is triggered;

enabling one or more pay lines of the matrix;

said processor configured to compare selected game symbol combinations assigned into the game matrix and aligned on any enabled pay line to determine winning [or losing] combinations[, the activation of any coordinate ignored for the purposes of determining winning or losing game symbol combinations];

said processor configured to issue an award for obtaining a winning combination; and

said processor configured to issue an on-screen bonus award when a bonus triggering symbol data is selected and assigned to an activated coordinate.

[16] 15. (Amended) The apparatus of claim [15] 14 further comprising a bet acceptor for a player to input wagers to enable at least one pay line.

[17] 16. (Amended) The apparatus of claim [15] 14 comprising said data structure including data corresponding to a plurality of bonus triggering symbols, each bonus triggering symbol assigned a different award value (V), and bonus activators and said processor configured to issue a bonus award according to (V)/number of active coordinates.

[18] 17. (Amended) The apparatus of claim [15] 14 comprising said processor configured to select at least two coordinates for activation and assign to each a multiplier, said processor further configured to issue said on-screen bonus based upon the multiplier assigned to the coordinate triggered.

[19] 18. (Amended) A method for playing a series of game hands on an electronic gaming apparatus of the type having a display and a computer processor to control the display, the method comprising:

storing in a data structure data corresponding to game symbols, at least one defining an on-screen one bonus triggering symbol and data corresponding to winning game symbol combinations;

the player prompting play of a game hand;

the processor in response to prompting of play selecting data from said data structure to [and assigning] assign and display one of a game symbol or on-screen bonus triggering symbol data from said data structure to [each] coordinates in a displayed X by Y game matrix [and displaying in each corresponding coordinate any assigned game symbol and bonus triggering symbol];

configuring said processor to randomly select 0 - N coordinates for on-screen bonus activation, said processor maintaining any activated coordinate active through the play of successive hands of play until a bonus is triggered and deactivating the coordinate when a bonus is triggered;

comparing selected game symbol combinations assigned into the game matrix to data stored in said data structure to determine winning [or losing] combinations, the activation of any coordinate ignored for the purposes of determining winning [or losing] game symbol combinations;

issuing an award for obtaining a winning combination; and

issuing [a] an on-screen bonus award when a bonus triggering symbol is

selected and assigned to an activated coordinate.

[20] 19. (Amended) The method of claim [19] 18 comprising storing data corresponding to a plurality of bonus triggering symbols, each bonus triggering symbol assigned a different award value (V) and issuing [a] said on-screen bonus award according to (V)/number of active coordinates.

[21] 20. (Amended) The method of claim [19] 18 comprising said processor selecting at least two coordinates for activation and assigning to each a multiplier, said processor further configured to issue said on-screen bonus based upon the multiplier assigned to the coordinate triggered.

[22] 21. (Amended) The method of claim [19] 18 comprising the player making a wager to enable at least one pay line for the game matrix and the processor comparing selected game symbol combinations on each enabled pay line to the data stored in said data structure to determine winning or losing combinations, and issuing an on-screen bonus award where a triggering symbol is selected and assigned to an activated coordinate on an [enable] enabled pay line.

REMARKS

By this response the applicants have amended the claims to correct numbering of the claims and to more particularly set forth the invention.

Claims 1 - 4, 7 - 12 and 14 - 21 remain in the application.

Claims 7 -12 and 14 - 21 have been re-numbered to correct the mis-numbering of the original claims.

Claim 1 has been amended to delete the language objected to by the Examiner